



FUQUAY-VARINA

Basketball Handbook

Fuquay-Varina Parks, Recreation & Cultural
Resources Department

www.fvparks.org

11/15/2022

Inclement Weather Information

www.fvparks.org

Select "Facility Status" under the sports icon

If your facility is CLOSED your activity is CANCELLED

Weather Hotline: 919-552-2698

Sign up to receive text alerts online!

*Both the weather hotline and webpage are updated weekdays by 4pm and weekends
by 8am.*

Mission

To provide diverse recreational opportunities and facilities that enhance social development and community well-being through welcoming parks, public spaces, facilities, organized activities, cultural resources, and special events.

Vision

Participation in youth sports provides children with an opportunity to gain many valuable life skills and develop an appreciation for physical fitness, all of which can lead to a lifetime of healthy activity.

This can only occur, though, when organized sports programs are designed and administered to ensure a safe, positive, fair and fun environment for everyone.

Philosophy

- Provide a safe and positive environment for youth to participate in sports programs.
- Provide each child with the opportunity to play regardless of skill level.
- Teach participants the skills and fundamentals of the sport they are participating in.
- Encourage sportsmanship, team-play and leadership
- Winning is *not* the ultimate goal; giving your best effort and displaying sportsmanship no matter the outcome is! Losing is not failure, it's a chance to learn and develop your skills and character.

I. General Information

- a. The Town of Fuquay-Varina's basketball league administered through the Parks and Recreation & Cultural Resources Department will focus on providing a recreational, fun, safe option for players to learn and enjoy the game of basketball. Good sportsmanship and skill development should be the main goal of all coaches. Winning is secondary to having fun and learning the game.
- b. All rule interpretations will be administered by the Fuquay-Varina Parks, Recreation & Cultural Resources Department (FVPRCRD).
- c. All team activities must be supervised by an approved Head or Assistant coach.
- d. No unsanctioned activities are permitted. Unsanctioned activities include practices held away from town owned/leased property; practices/activities held outside of the team's schedule provided by FVPRCRD.
- e. All who wish to participate in Fuquay-Varina Parks, Recreation and Cultural Resources Athletic Programs must register and pay the registration fee prior to being assigned a team and participating in the program. If a non-registered player has participated in a game, that game will be considered a forfeit. The

coach of that team will also be subject to consequences outlined in the code of conduct.

II. Coaches and Assistant Coaches

- a. No team shall have more than three (3) coaches. They are designated as Head Coach, two (2) Assistant Coaches.
- b. Head coach appointments are to be made by the Recreation Department for one (1) season. All coaches will be evaluated following each season. This evaluation will be used to determine whether he/she will be invited back to represent a team in the future.
- c. All coaches are required to submit a formal application and background check. The background checks are subject to approval of the Parks, Recreation & Cultural Resources Department.
- d. All Assistant Coaches may be selected by the Head Coach after the teams have been determined, pending approval of the Recreation Department. Assistant Coaches must submit a formal application and background check.
- e. All coaches must understand and agree to carry out the duties, responsibilities, policies, and philosophies as established by the Town of Fuquay-Varina Parks, Recreation & Cultural Resources Department. All coaches must be approved by the Recreation Department. Any coach not carrying out these duties and responsibilities will be subject to dismissal.
- f. Head Coaches are required to hold a preseason parent meeting to discuss rules, conduct, responsibilities, etc.
- g. Coaches should always keep in mind they are setting examples in sportsmanship and fair play and should always conduct themselves accordingly.
- h. Only the Head Coach and their Assistants will be allowed in the bench area during the playing of an official game.
- i. Only the head coach may confer with officials during the play of a regulation game. Any assistant coaches who approach an official on the court during play may be removed from the game.
- j. Coaches are responsible for reporting players who have dropped from their team. If a spot opens FVPRCRD will fill the opening with the next player available on the wait list. If no players are on the waitlist the roster spot will remain open.
- k. All coaches must wear their FVPRCRD issued coaches shirts and wristbands to all team activities. No coach will be permitted on the bench that is not in uniform.
- l. Coaches are responsible for leaving the bench area clean after their game. Please pick up any trash, equipment or items before leaving.

- m. Only the Head Coach will be allowed to stand during the game. The Assistant Coach must remain seated on the bench during the game.

III. Communication

- a. **24 HOUR RULE:** Parents sometimes disagree with a coach’s decision or coaching style, especially when it involves their child. Parents must understand that the coach does not represent a player, but the entire team and must make decisions from the team perspective first and foremost. For parents, it is important to separate their child’s sports development from game emotions. For this reason, we have adopted the “24 HOUR RULE," which simply states that the coach will not discuss game situations until at least 24 hours after the game. This rule helps to move the discussion away from the presence of the players and allows all parties to have time to put things in perspective and cool off if necessary. This rule also applies to coaches and parents contacting the recreation department.

Contact Info:

Adam Hairr, Athletic Program Administrator
Office: 919-753-1033
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Sid Peterson, Athletic Program Specialist
Office: 919-552-1439
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Thomas DeGruchy, Athletic Program Specialist
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Josh Hardin, Athletic Program Specialist
Office: 919-256-6708
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Tavian Jordan, Athletic Program Specialist
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Fuquay-Varina Community Center
Office: 919-552-1430
info@fvparks.org

Parks, Recreation and Cultural Resources

Administration Offices

Office: 919-552-9140





Primary Contact Chart

Adam Hairr	14U, 16U, and 18U Boys
Sid Peterson	6U Coed, 8U, 10U, 12U, 15U Girls Leagues
Thomas DeGruchy	7U, 8U, 9U, 10U, 12U Boys Leagues
Josh Hardin	7U, 8U, 9U, 10U, 12U Boys Leagues
Tavian Jordan	6U Coed, 8U, 10U, 12U, 15U Girls Leagues

IV. Weather Updates

- a. Decisions are made weekdays by 4pm and Weekends by 8am or as status changes. Once the decision is made, FVPRCRD will email coaches so that they can communicate with their parents any changes. You can also check for updates by visiting www.fvparks.org and selecting 'Field Status' icon. If your facility is listed as "CLOSED" then your activity is cancelled. Coaches and families may also check the town's **weather hotline by dialing 919-552-2698**.
- b. An attempt will be made to reschedule all games that are cancelled due to inclement weather. If space/time allows, rained out practices may be rescheduled at the discretion of the FVPRCRD. Coaches may not request to change game times once schedule has been posted.

Text Message Alert Sign-up Instructions

1. Go to FVPARKS.ORG
2. Either:
 - Hover your mouse over the "Sports" tab, which will bring down a list of links. From there, you will find the "Alerts from PRCR" link on the left-hand side; click the link to go to the Alerts page.
 - Or click the "Sports" tab, which will take you to the main sports page. From there, you will find and click the link labeled "Alerts from PRCR".
3. You will then be directed to the Fuquay-Varina Alert Center. Find the link in the grey box labeled **"Notify Me ®"**
4. Click the "Notify Me" link. (To subscribe to text and/or email alerts.)
5. Type your email address in the box labeled "Email Address" and click the button labeled "Sign In".
6. For text message alerts, check the 2nd box that reads **"I would like to be able to receive text messages on my mobile phone"** and type your desired phone number in the box provided. Click save before continuing.
7. Underneath the Alert Center there are two icons beside PRCR Alerts:  & 
 - To subscribe or unsubscribe, you must click the Mobile phone icon,  beside PRCR Alerts. Once completed there will be a green check mark on the icon, which will look like: 

You will receive a text message asking to receive text alerts from PRCR. Reply **"Y"** to opt into the service. Once you reply **"Y"** you will receive a text confirming that you are signed up to receive text alerts.

V. Uniforms and Equipment

- a. Shirts will be provided by the FVPRCRD. Parents may be required to purchase additional equipment.
- b. Teams shall NOT alter the uniforms that are distributed to players in any manner (including adding names to shirts, cutting sleeves, changing colors). Parents will be responsible for the cost of replacing a modified uniform.
- c. No jewelry, including earrings, shall be worn by any player. Hair clips must be soft, elastic ties and may not be metal/plastic.
- d. Coaches will be issued a shirt and wristband that must be worn to all practices and games. Once a coach has been approved (both assistant and head) they may come by the Community Center and pick up their shirt and wristband.
- e. All players must wear closed toe athletic shoes during all practices and games.
- f. All players must wear solid black shorts, preferably with no pockets.
- g. Uniforms must be the outermost garment worn during play. Uniforms must be tucked in.

VI. Player Draft

The vision of the Town of Fuquay-Varina's Sports division is to provide fair programming where fun, safety, sportsmanship and teamwork are emphasized. In an effort to provide balanced teams, the Recreation Department has established draft rules. All coaches must agree to follow the listed draft format and agree to be honest, fair and act in good faith to provide the best experience for all players and families. Coaches may not collude, conspire, or attempt to manipulate the draft in order to benefit themselves or a small group of individuals.

- a. **CONFIDENTIAL:** The Draft, including Skills Evaluation results, player draft order and trades, is kept completely confidential. Everyone attending the draft is responsible for maintaining confidentiality of the draft and draft materials.
- b. **ADMINISTRATION:** The player draft shall take place following player assessments. The Athletic Program Administrator, or designated staff, will supervise the placement.
- c. **NON-GRADED PLAYERS:** Players who do not have skills evaluation grades will not be drafted and will be assigned at random after all eligible players have been drafted. These players will be placed on a team by the Athletic Program Administrator or designated staff. Draft will continue until all rosters are full.
- d. **DRAFT ORDER:** Draft order shall be determined by draw. **Draft format will be a snake draft.** Draft picks will be selected by grade range. Coaches must select a player from the designated grade range if available. Once all players have been selected from that grade range the draft will continue to follow the snake

moving on to the next grade range of players. (Example, all A players must be selected before moving on to draft B players, etc...)

- e. **COACH/CHILD SELECTIONS:** Head Coaches with children will select their child(ren) as their first pick of their child's qualifying round. Coaches with multiple children in the same division will select the first child as listed above. The second child and subsequent children will be selected first in their qualifying round. If the children are listed in the same qualifying round, they will be consecutive picks. See selecting siblings below. Coaches' children that do not attend evaluations must be the coaches first overall selection.
- f. **SIBLINGS:** Brothers and sisters in the same age group will be placed on the same team. Coaches who select siblings will select the first sibling in their qualifying round and the second sibling with the first pick of the second child's qualifying round. If both siblings are listed in the same qualifying round, they will be consecutive picks. (Example – sibling 1 is rated an A and sibling 2 is rated a B. The coach will select the first sibling 1 in the A round and sibling 2 will be the coach's first pick in the B round. If siblings 1 and 2 are both A players; when the coach selects sibling 1, sibling 2 will be the coach's automatic next pick.)
- g. **AVAILABILITY:** Coaches shall not pass up a player selection choice if selections are available to fill vacant positions.
- h. **PLAYER REQUESTS:** Player requests are not considered for drafted leagues.
- i. **TIME:** Coaches have one (1) minute to make their selection. Once one (1) minute has passed and a selection has not been made, the Athletic Program Administrator or designated staff member will assign a player from the current round to the coach's team.
- j. **TRADES:** At the end of the draft, the draft administrator will open the floor to player trades. All trades must be finalized before coaches leave the draft room. Once the coaches leave the draft room, rosters are final. All trades must be approved by the Athletic Program Administrator or designated staff member. A player must be traded for another player with the same skill level grade (example; an A player cannot be traded for a C player). Coaches may make no more than two (2) trades. Players who do not have a draft grade are not eligible for trade. Any further changes made after the draft must be requested in writing and receive special approval from the draft administrator.

VII. Playing Rules

a. All Divisions

- i. All games will be governed by the official rules of the National Federation of State High School Athletic Associations, with the following exceptions:

- ii. All games will begin at the scheduled game time or immediately following the previous game. Teams may start a game with as few as 4 players and must begin play once game time has arrived and both teams have a minimum of 4 players. Teams that do not have a minimum of 4 players to start the game will forfeit. Teams are not required to begin play before their scheduled time.
- iii. Game Length
 - 1. **6U Only** – six (6) five (5) minute periods.
 - 2. **7U and 8U** – eight (8) four (4) minute periods.
 - 3. **10U and up** - four (4) eight (8) minute quarters.
- iv. Playing time Requirements
 - 1. **6U Only** – Each player must play fifteen (15) minutes of each game.
 - 2. **7U and up** - Each player must play twelve (12) minutes of each game.
 - 3. If a team is confirmed (by a member of the athletics department) as having not met minimum playing time requirements for any reason other than injury or ejection, the game will be considered a forfeit and the coach will be subject to suspension per the code of conduct.
- v. **8U Divisions and Up:** Games that finish regulation in a tie will play one (1) – two (2) minute overtime period to determine a winner. If a tie still exists at the end of the overtime period, the game will be counted as a tie. All tournament games will continue to play subsequent overtime periods until a winner is reached.
- vi. The clock will run continuously until the last two (2) minutes of the game and overtime periods. During the final two (2) minutes and overtime periods, the clock will stop on all dead ball situations.
- vii. The clock will stop on all free throw attempts.
- viii. Half time will last five (5) minutes. Overtime periods will last two (2) minutes. There will be a one (1) minute break between each Quarter.
- ix. Goal Heights, Free Throw Distances & Ball Sizes:

	Goal Height	Free Throw Distance	Ball Size
6U Coed	8'	12'	Jr. - 27.5"
7U Boys	8'	12'	Jr. - 27.5"
8U Girls	8'	12'	Jr. - 27.5"
8U Boys	8'	12'	Jr. - 27.5"
9U Boys	10'	12'	Int. 28.5"
10U Girls	9'	12'	Int. 28.5"
10U Boys	10'	15'	Int. 28.5"
12U Girls	10'	15'	Int. 28.5"
12U Boys	10'	15'	Reg. 29.5"

14U Boys	10'	15'	Reg. 29.5"
15U Girls	10'	15'	Int. 28.5"
18U Boys	10'	15'	Reg. 29.5"

- x. All teams will receive four (4) time outs per game. Time outs can be used at any point during the game when your team has possession of the ball. Time outs will not be carried over to overtime periods. Teams will receive one (1) time out per overtime period. Time outs will last one (1) minute.
- xi. There is no dunking allowed. If a player attempts to dunk, the basket (if made) is disallowed, the opposing team will receive a one (1) shot technical free throw and the ball. Dunking technical fouls do count towards a player's cumulative technical foul total.
- xii. Cumulative Technical Fouls – Once a player or coach accumulates 3 technical fouls over the course of the season, he/she will be automatically suspended for 1 game. This suspension will be served during the game immediately following the game in which the player/coach received the 3rd technical. Each cumulative technical foul after the third one of the season will result in an additional 1 game suspension. (Same rules apply)
 - 1. If a player or coach accumulates 5 technical fouls throughout the season, they will be suspended for the entirety of the season. (Tournament included)
 - 2. If a player or coach receives 2 technical fouls in the same game, said player will be immediately ejected from the game and will also serve a minimum one game suspension.
 - 3. Coaches with multiple teams - Technical fouls are assigned to the individual and remain with that individual regardless of the team he/she is coaching when the technical is issued. All technical fouls a coach receives will count towards your cumulative total.

b. 6U Coed

- i. The home team will receive the ball to start the game. The visiting team will get the ball to start the second half, alternating after each opening possession. (First team listed on the schedule is considered the home team)
- ii. Games will consist of two (2) 15 minute halves, broken up into three (3) five (5) minute periods.
- iii. At the conclusion of each five (5) minute period, coaches will have one (1) minute to substitute players and pair them up with the opposing team.
- iv. Man-to-man defense will be played at all times. Zone defenses are not allowed.

1. At the beginning of each five-minute period, both coaches should lineup the players at mid-court and match them up by ability. Coaches should consider position, size and skill when pairing players.
2. Each player on the court will have a different color wristband (Red, Yellow, Blue, Green White). Players will be assigned to the player on the opposing team with the matching wristband color.
- v. Defensive players must stay within arm's reach of the player they're guarding.
- vi. Double-teaming is not allowed.
- vii. Help defense is strongly encouraged in the following instances:
 1. **Picks and Screens:** *Defensive switching is allowed on offensive picks or screens. The non-screened defender can help his or her teammate by temporarily switching until the teammate recovers to defend their assigned player. This is commonly referred to as "help and recover."*
 2. **Fast Breaks:** *During any fast break (when the team that gains possession of the ball pushes it quickly into the opponent's end of the court) any defensive player not assigned to the ball handler may help in order to slow or stop the fast break. Upon stopping the fast break, defenders should return to guarding their assigned players.*
 3. **Lane Area:** *If a defender is in the lane, and the player he or she is guarding is within arm's reach, the defender is allowed to provide help defense.*
- viii. Back court defense is not allowed.
- ix. The offensive team cannot hold the ball for excessive time, they must make an attempt to advance the ball towards the basket. At the referee's discretion, if the offensive team is not penetrating, the official may award the ball to the defensive team.
- x. Three-point baskets are not allowed.
- xi. All fouls will be considered floor fouls. Once the whistle is blown for a foul, play will stop, and the offensive team will inbound the ball.
- xii. The score will be displayed on the scoreboard, but no standing shall be kept.
- xiii. Fuquay-Varina Parks and Recreation will provide 1 official for each game.
- xiv. Lane violations will be extremely lenient. Coaches and officials must encourage offensive movement in and out of the lane area.

c. **7U Boys**

- i. The home team will receive the ball to start the game. The visiting team will get the ball to start the second half, alternating after each opening possession. (First team listed on the schedule is considered the home team)

- ii. Back court defense is not allowed.
- iii. At the conclusion of the 1st, 3rd, 5th and 7th four (4) minute period, coaches will have 30 seconds to substitute players. Breaks after 2nd and 6th period will be 1 minute.
- iv. Defense may be played once the offensive team passes half court. The ball cannot be stolen anywhere on the court, except while inside the lane. If the ball is stolen outside of the lane, the offensive team will maintain possession of the ball. All violations will result in a stoppage of play and correction. If the violation persists, the official may award a one (1) shot technical foul.
- v. The offensive team cannot hold the ball for excessive time, they must make an attempt to advance the ball towards the basket. At the referee's discretion, if the offensive team is not penetrating, the official may award the ball to the defensive team.
- vi. Three-point baskets are not allowed.
- vii. The score will be displayed on the scoreboard, but no standing shall be kept.
- viii. Fuquay-Varina Parks and Recreation will provide 1 official for each game.
- ix. Lane violations will be extremely lenient. Coaches and officials must encourage offensive movement in and out of the lane area.

d. 8U Boys and Girls

- i. The home team will receive the ball to start the game. The visiting team will get the ball to start the second half, alternating after each opening possession. (First team listed on the schedule is considered the home team)
- ii. At the conclusion of the 1st, 3rd, 5th and 7th four (4) minute period, coaches will have 30 seconds to substitute players. Breaks after 2nd and 6th period will be 1 minute.
- iii. Backcourt pressure is not allowed, except for the last two (2) minutes of the game and overtime periods. All violations will result in a stoppage of play and correction. If the violation persists, the official may award a one (1) shot technical foul.
- iv. Mercy Rule:
 - 1. **8U:** When a team is ahead by fifteen (15) points or more they must play defense inside the three-point arc on their defensive end of the court. Only if the lead is cut to 10 or fewer points may the defense move outside of the three-point arc. Teams ahead by 15 or more points may not play a full court press.
- v. FVPRCRD will provide 1 official for each game.
- vi. Lane violations will be extremely lenient. Coaches and officials must encourage offensive movement in and out of the lane area.

e. 10U and Above

- i. Backcourt Defense:
 - 1. **10U and 12U:** Backcourt pressure **is not** allowed, except for the last two (2) minutes of the game and overtime periods. All violations will result in a stoppage of play and correction. If the violation persists, the official may award a one (1) shot technical foul.
 - 2. **14U and above:** Backcourt pressure **is** allowed at any point during the game except when the mercy rule is being applied.
- ii. Mercy Rule:
 - 1. **10U and 12U:** When a team is ahead by fifteen (15) points or more they must play defense inside the three-point arc on their defensive end of the court. Only if the lead is cut to 10 or fewer points may the defense move outside of the three-point arc. Teams ahead by 15 or more points may not play a full court press.
 - 2. **14U and above:** When a team is ahead by twenty (20) points or more they must play defense inside the three-point arc on their defensive end of the court. Only if the lead is cut to 15 or fewer points may the defense move outside of the three-point arc. Teams ahead by 20 or more points may not play a full court press.
- iii. A jump ball will start the game. There will be alternating possessions after each held ball.
- iv. A lane violation will be called on any offensive player that remains in the lane for more than three (3) seconds. Officials will be more lenient with the 9-10 divisions. Officials for the 12U and up divisions will strictly enforce the rule.
- v. Fuquay-Varina Parks and Recreation will provide 2 officials for each game. Games may be played with one (1) official.

VIII. Protest Procedure

- a. All protests must be noted in the score book at the time of the objection and received in writing within 24 hours of the game in question. Protest will only be allowed for rule misapplications or ineligible players. All judgment calls are final. Coaches may not question judgment calls or the integrity of the official.
- b. Protests must include a brief description of the play in question and the ruling that was made, reference to the written rule and how the rule was misapplied.
- c. Protests will be ruled on by the Fuquay-Varina Parks, Recreations and Cultural Resources Department. All decisions are final.
- d. Protests may be denied if the outcome does not have any bearing on final standings.
- e. All decisions will be made within one (1) week of the protest

- f. If a coach wishes to protest a tournament game, the game in question will stop until a ruling can be made by the Athletic Program Administrator or designated staff.

IX. Schedules and Tournaments

- a. Teams will be issued a practice and game schedule. Activities may be held during the week or on weekends. Please follow your teams assigned schedule of activities.
- b. At the end of the regular season, each division 8u and up will play in a single elimination tournament.
- c. Tournament seeding will be based upon the final regular season standings. Ties will be broken by head-to-head results. If a tie still exists, then the tie will be broken by coin flip.
- d. Tournament games will be played by regular season rules.
- e. Higher seeded team will be the home team.
- f. Tournament games may be scheduled during the week and/or the weekend.
- g. All tournament games must play until a winner is reached.
- h. The Town of Fuquay-Varina Parks, Recreation and Cultural Resources Department reserves the right to make changes to activity schedules when necessary.

X. Awards

- a. FVPRCRD provides individual awards for all players. Tournament trophies are awarded to tournament Champion and Runner-Up. Coaches are responsible for passing out individual awards to each player. If an award cannot be given to a player, please return it to the Fuquay-Varina Community Center and notify the parent that they may pick up their award there. Divisions ages 10U and younger receive individual commemorative trophies. Divisions 12U and older will receive a gift from the department.

XI. All Star Selection Process

All Star teams are selected to represent FVPRCRD in Statewide Athletic competitions. Any player who is invited to participate will do so voluntarily. Participants who accept an All-Star invitation will be responsible for registering at the community center. The registration fee will cover the players uniform and tournament entry fee. All other expenses including but not limited to, travel, lodging, food and gate fees will be the responsibility of each individual. FVPRCRD will provide equipment and gym space for teams to practice. FVPRCRD participates in

SWAC sanctioned events through the North Carolina Recreation and Parks Association. Age groups offered in basketball:

8u – Boys & Girls

9u - Boys

10u – Boys & Girls

12u – Boys & Girls

14u – Boys & Girls

16u – Boys

18u – Boys

a. Player Selection

- i. Near the midpoint of the season, coaches will nominate players from his/her team to be included in the All-Star evaluation process. The number of players that each coach nominates will be determined by the FVPRCRD considering the size of the league. To ensure fairness, coaches should not nominate more players than the number assigned to the league.
- ii. All nominated players will then be invited to participate in a skills assessment/evaluation to help coaches select the final All-Star team. *Coaches are asked to keep nominations confidential until evaluation invitations are sent by a member of the FVPRCRD staff.
- iii. All coaches in the league are asked to attend the All-Star Evaluation and grade each of the players. All-Star evaluations will be led by the All-Star team coaching staff in addition to volunteers as well as Parks and Recreation Staff.
- iv. Once the evaluation is complete, each coach will vote for his/her top twelve (12) players. Coaches should consider individual positions, performance during the regular season, attitude, availability, and performance at evaluations when voting.
- v. Voting sheets will then be collected by a member of the Athletic Departments staff and votes will be tallied. Teams will have a maximum of twelve (12) players on the roster. The top vote earners will be extended an invitation to participate on the All-Star team. If the next top vote earner is tied with other players (in number of votes) it will be the responsibility of the All-Star team's head coach to select which player(s) will be invited next.
- vi. All Star invitations should be sent by a member of the Athletic Department staff. Coaches should not extend invitations to players.

b. Coach Selection

- i. Coaches will indicate whether they would like to be included on the All-Star Coaching ballot that will be sent to all head coaches in the league. Once all coaches have made their intentions known, all coaches will get one (1) vote to cast for the person he/she wants to coach the All-Star team. Once votes have been tallied, the coach with the most votes will be extended an offer to coach the All-Star team. If there is a tie between two (2) or more candidates a second vote may be required.
- ii. In the event each coach votes for him or herself, coaches will be asked to submit a second vote for another coach in the league.
- iii. Once the head coach has accepted the invitation, he/she will be able to choose their assistant coaches. All assistant coaches must be current, active coaches in the league.
- iv. Any coach that has been ejected from a game or suspended for any reason, forfeits his/her opportunity to coach the All-Star team.

XII. Code of Conduct

- a. Any coach, player or spectator that is ejected by an official or town staff member will be suspended for their next scheduled game. Suspensions may be longer depending upon the severity of the offense. All suspensions are at the discretion of the FVPRCRD. *Suspended coaches, players or spectators are not allowed on the premises at any point during the day when serving their suspension.
- b. No coach, player or parent shall berate, belittle or taunt opposing team player, parents or coaches. Any unsportsmanlike conduct will not be tolerated. Offenders may be warned or immediately ejected if the behavior is particularly inappropriate. If ejected the offender must leave the premises immediately. All judgement calls are final.
- c. No coach, player or parent may harass or continually argue with officials, scorekeepers or FVPRCRD Staff. Offenders may be warned or immediately ejected if the behavior is particularly inappropriate. All judgment calls are final.
- d. Coaches, players or parents that have been ejected from an official game will be required to vacate the premises and escorted out by a staff member immediately. Failure to abide by this will result in forfeiture of the game.
- e. Drugs, tobacco, vaping and alcohol are prohibited at all games and practices. Violations will result in a minimum one (1) game suspension.
- f. Spectators that wish to use tobacco products (including vaping) are encouraged to be courteous of others around them and do so away from building entrances. Use of tobacco products inside the community center or other gymnasiums is

prohibited. Use of tobacco products on any Wake County Public School property is strictly prohibited.

- g. No spectator (non-coach) may enter the court of play to argue or discuss an on-court issue. Violations may result in an immediate ejection.
- h. Coaches may not intentionally run up the score. Any coach found to be running up the score could face suspension for not upholding the philosophy of the Fuquay-Varina Parks, Recreation and Cultural Resources Department.
- i. No coach or player may deliberately or intentionally try to injure or harm another player or coach. No player, coach or spectator shall be guilty of physical attack as an aggressor upon any players, official or spectator.
- j. Coaches who do not meet their minimum playing time requirements will receive a warning for the 1st offense and will be suspended for three (3) games for any subsequent offense. Protests for not meeting minimum playing time requirements will be considered on a case-by-case basis. The intent of the protesting party will be considered when ruling on playing time cases.
- k. Coaches that allow non-registered players to participate in official games will be subject to consequences up to and/or including indefinite suspension.
- l. The Fuquay-Varina Parks, Recreation and Cultural Resources Department reserves the right to suspend any coach, parent or player found to be violating the mission, vision or philosophy of the department.